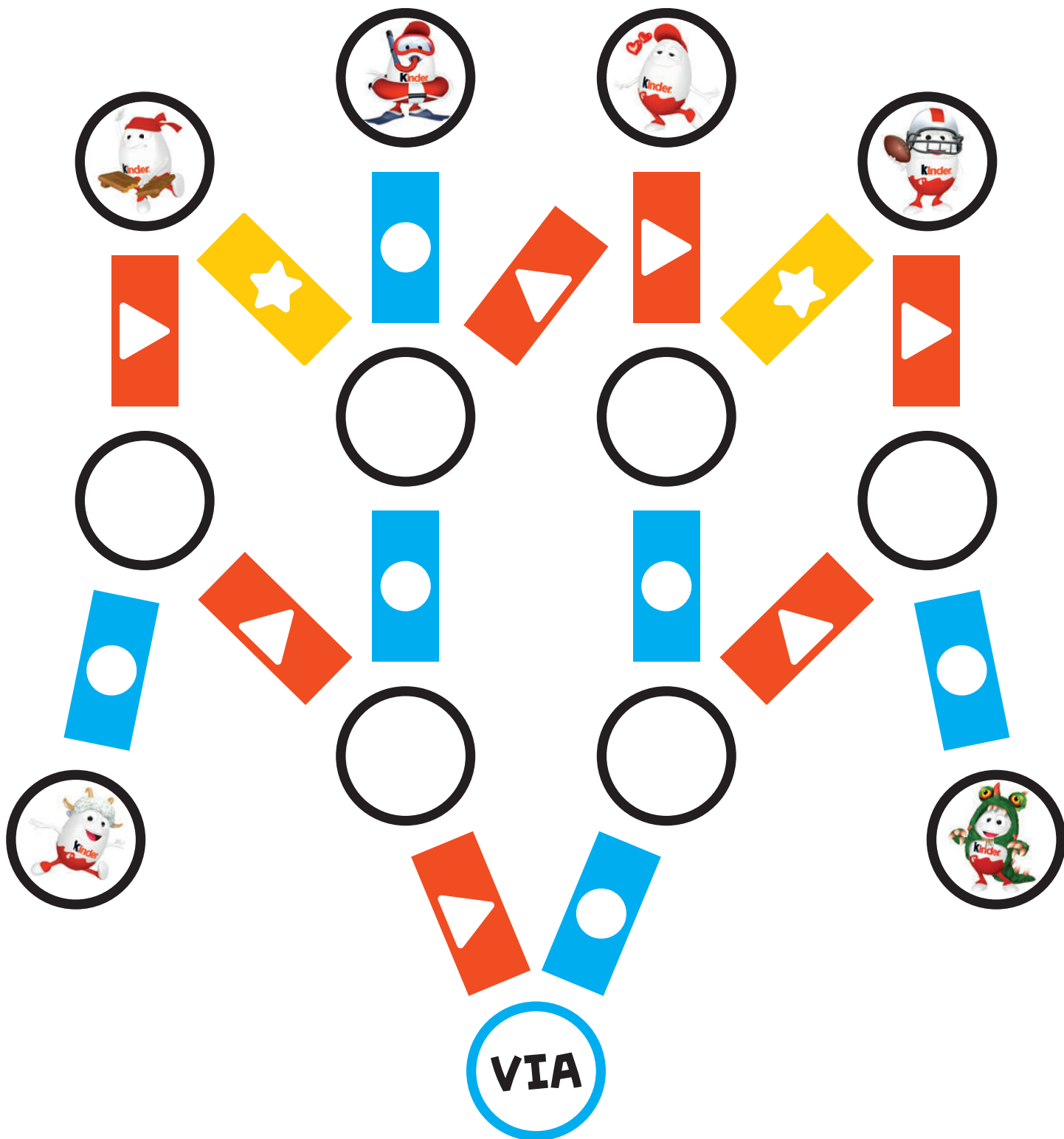
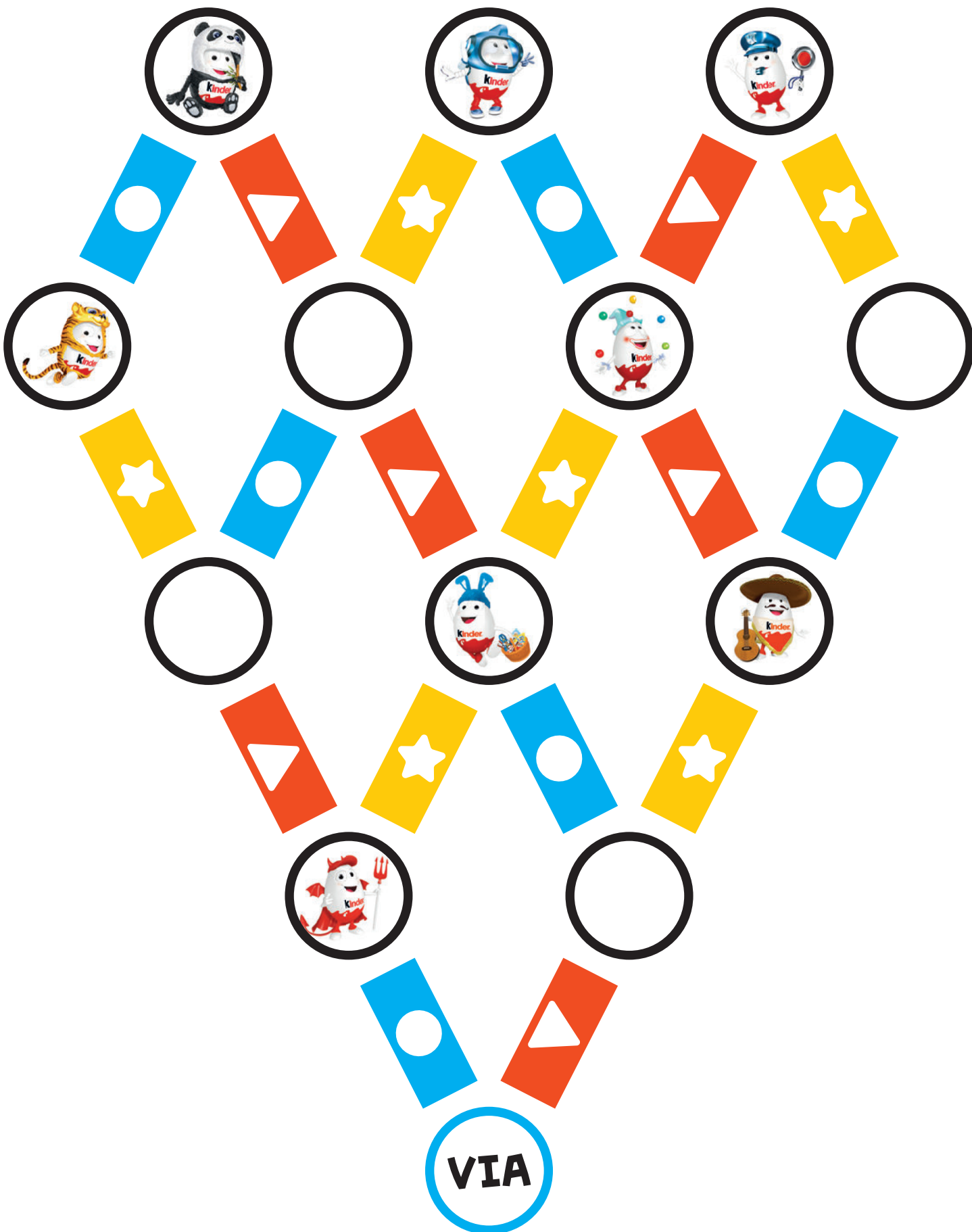


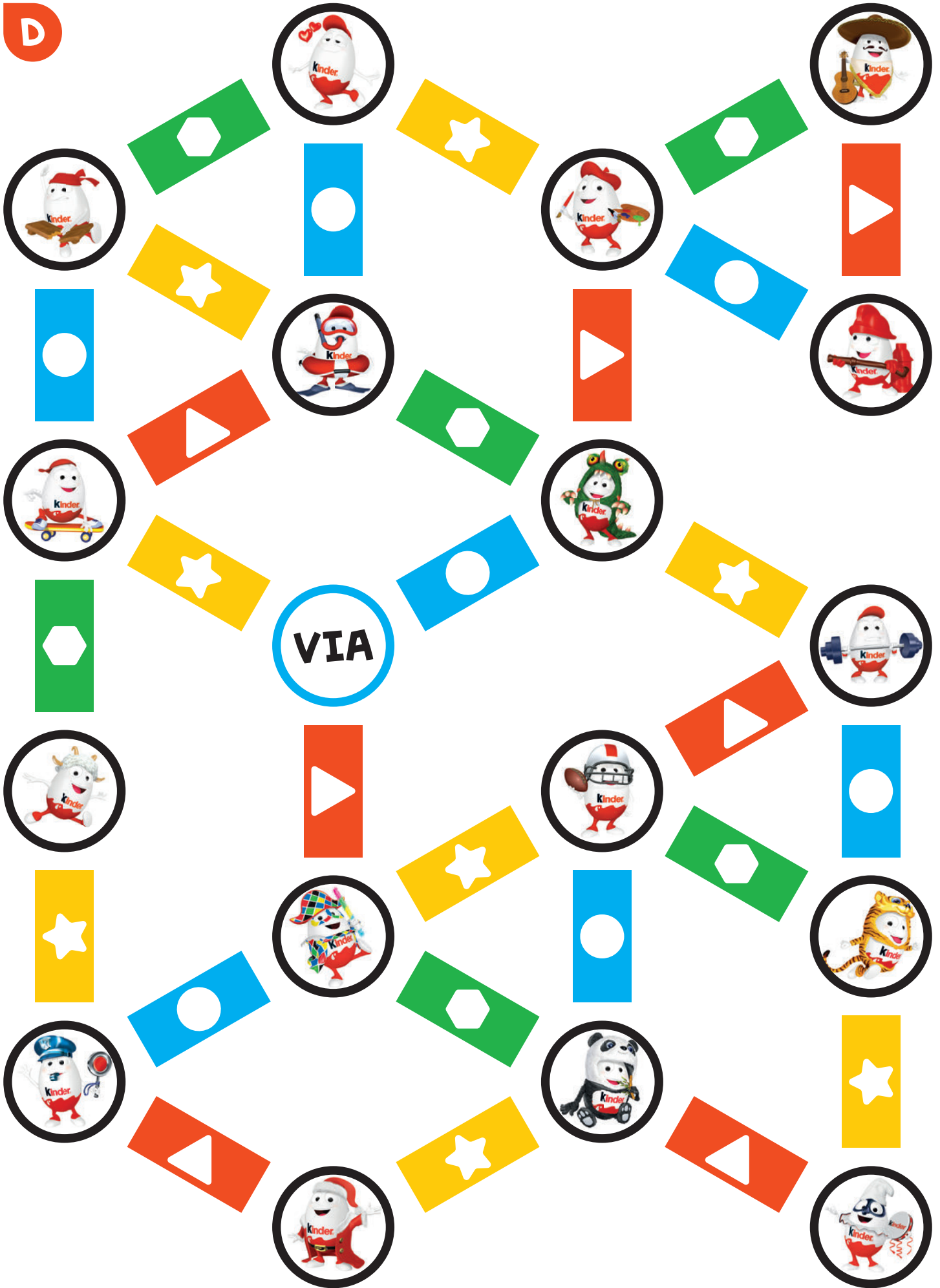
A

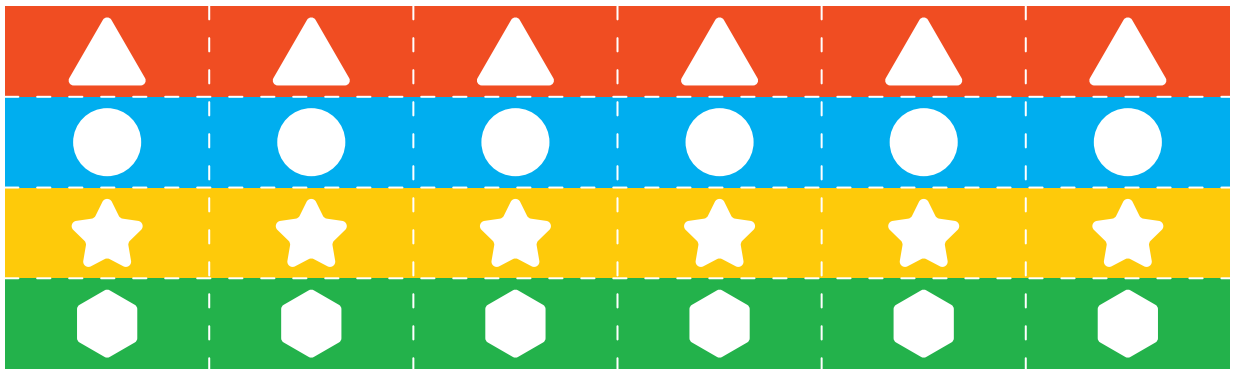




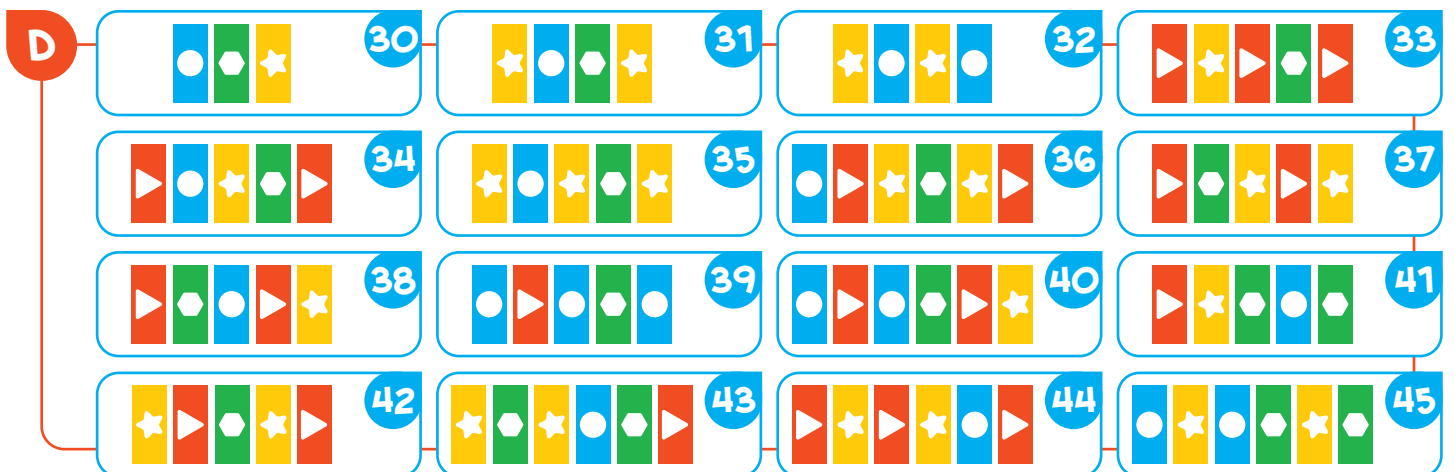
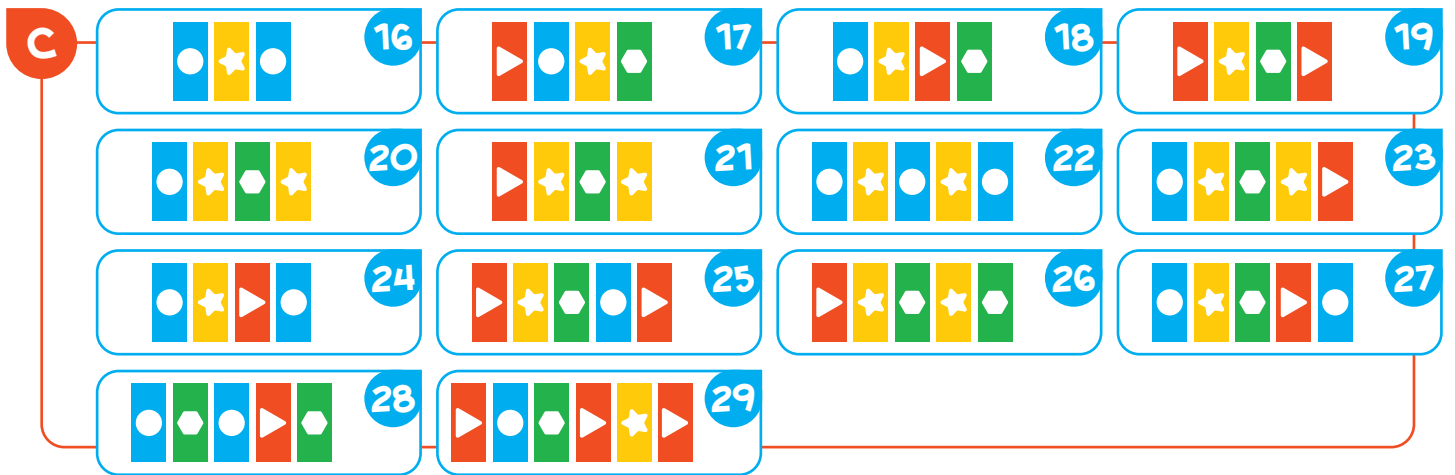
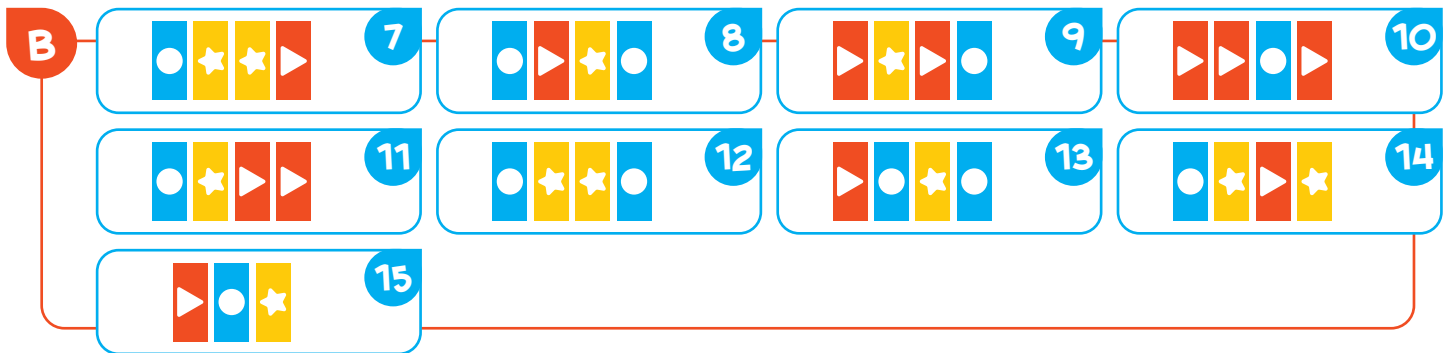
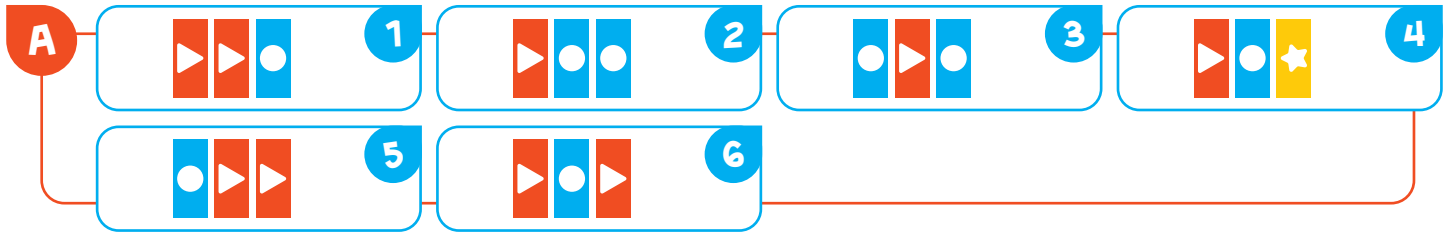


D




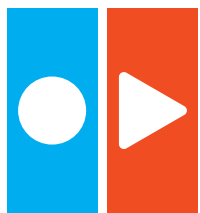


## SOLUZIONI



**A** **1**


VIA → 

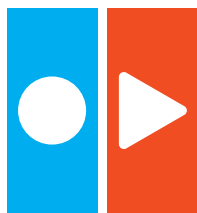


1x 2x



**A** **2**


VIA → 



2x 1x



**A** **3**


VIA → 

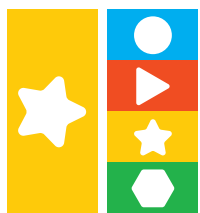


3x



**A** **4**


VIA → 

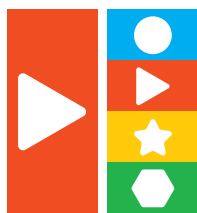


1x 2x



**A** **5**


VIA → 

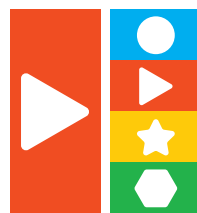


1x 2x



**A** **6**


VIA → 

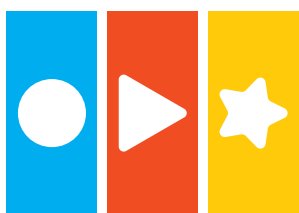


2x 1x



**B** **7**



VIA →  → 



1x 1x 2x



**B** **8**



VIA →  → 



4x



**B** **9**


VIA →  → 



4x



**B** 10


VIA → 

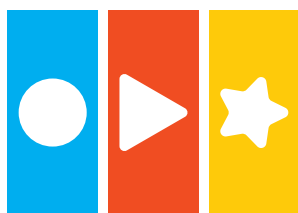


3x 1x



**B** 11


VIA → 

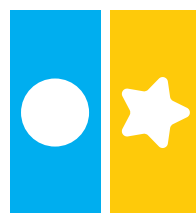


1x 2x 1x



**B** 12


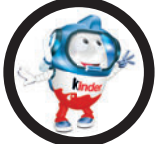
VIA → 

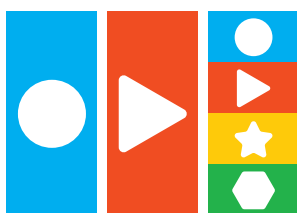


2x 2x



**B** 13



VIA →  → 

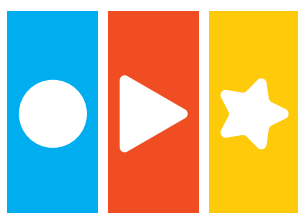


2x 1x 1x



**B** 14


VIA →  → 

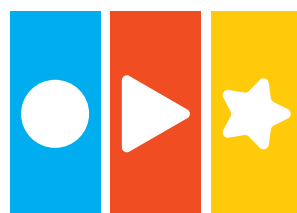


1x 1x 2x



**C** 15


VIA → 



1x 1x 1x



**C** 16

VIA → 

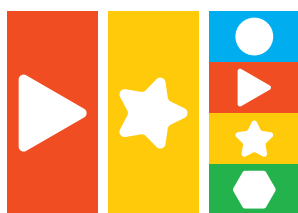


3x



**C** 17


VIA → 

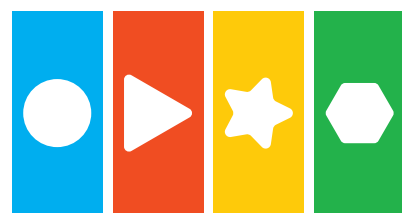


1x 1x 2x



**C** 18

VIA → 



1x 1x 1x 1x



C

19

VIA



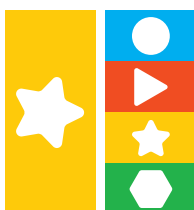
1x 3x



C

20

VIA



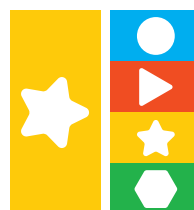
2x 2x



C

21

VIA



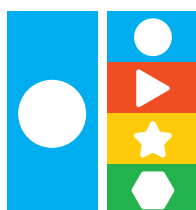
2x 2x



C

22

VIA



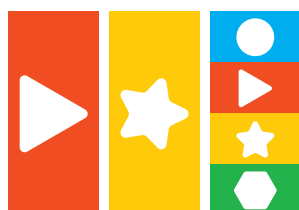
3x 2x



C

23

VIA



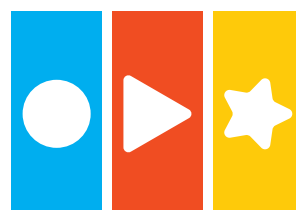
1x 2x 2x



C

24

VIA



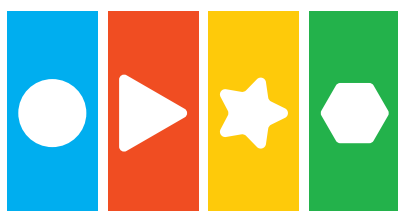
1x 2x 1x



C

25

VIA



1x 2x 1x 1x



C

26

VIA



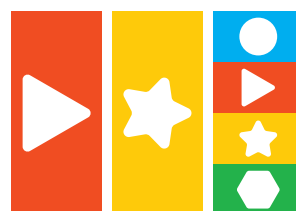
1x 2x 2x



C

27

VIA



1x 1x 3x

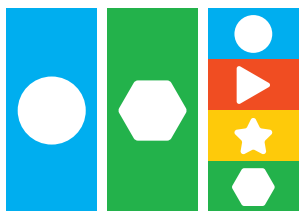




C

28

VIA



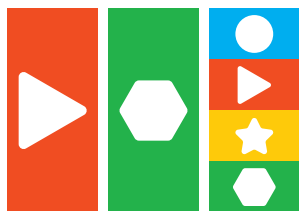
2x 2x 1x



C

29

VIA



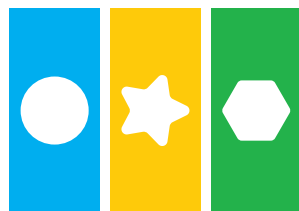
3x 1x 2x



D

30

VIA



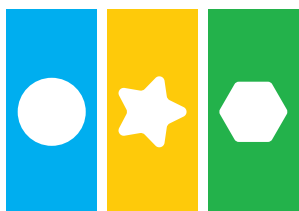
1x 1x 1x



D

31

VIA



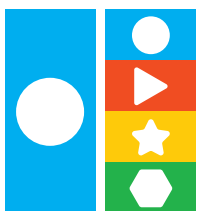
1x 2x 1x



D

32

VIA



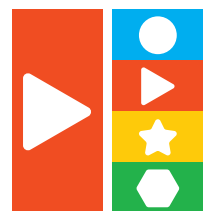
2x 2x



D

33

VIA



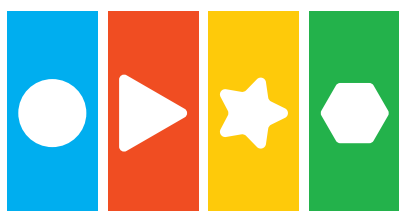
3x 2x



D

34

VIA



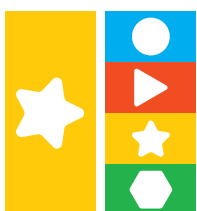
1x 2x 1x 1x



D

35

VIA



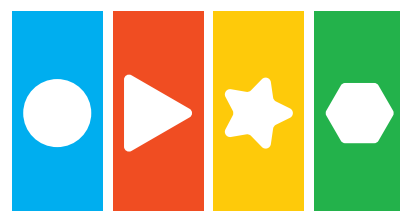
3x 2x



D

36

VIA

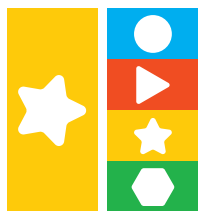
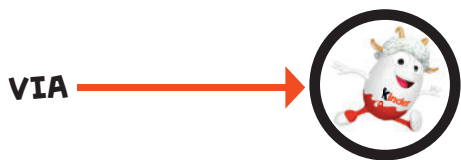


1x 2x 2x 1x



D

37

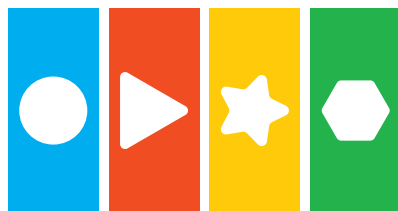
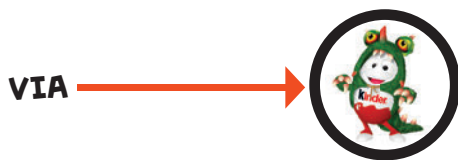


2x 3x



D

38

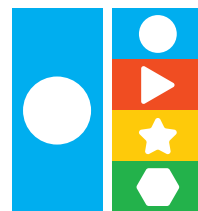
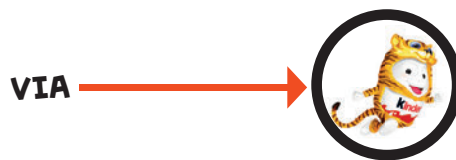


1x 2x 1x 1x



D

39

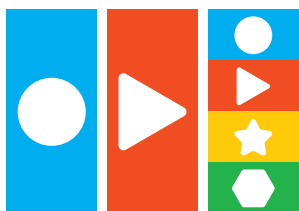
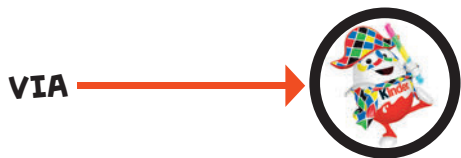


3x 2x



D

40

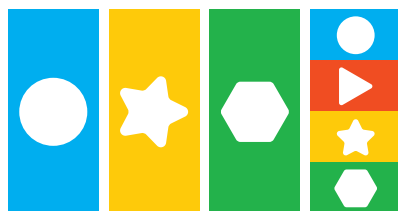
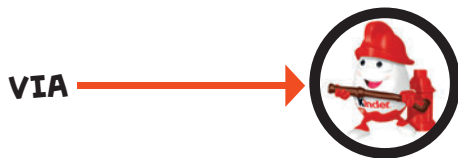


1x 2x 3x



D

41

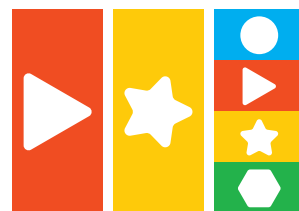
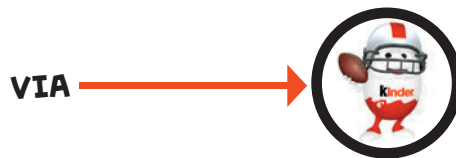


1x 1x 2x 1x



D

42

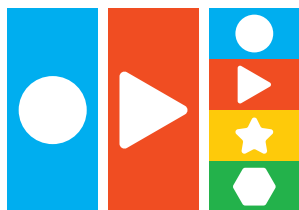


2x 2x 1x



D

43

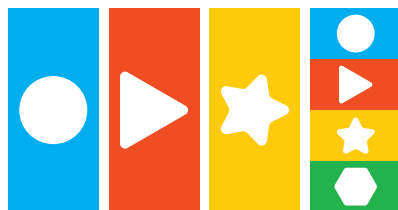
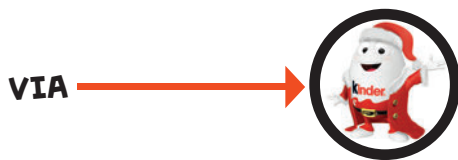


1x 1x 4x



D

44

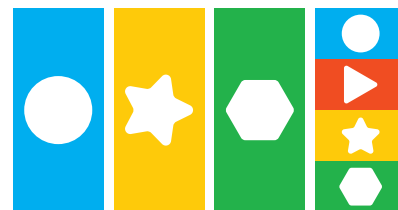
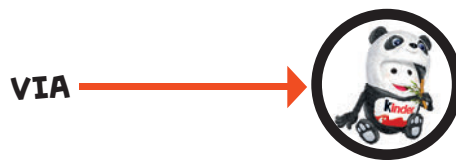


1x 2x 2x 1x



D

45



2x 2x 1x 1x



# RAGGIUNGI KINDERINO

Un gioco di logica per 1 o più giocatori.

## CONTENUTO

4 fogli A4 con 4 tabelloni, 45 schemi KINDERINO e 24 barrette colorate.

## MONTAGGIO

Ritagliate le barrette colorate.

## SCOPO DEL GIOCO

Dovete trovare il percorso giusto e arrivare a destinazione.

Per farlo, tenete presente che ogni tabellone ha dei tratti di colori diversi, intervallati da caselle circolari vuote o contenenti KINDERINO.

Osservate l'obiettivo indicato sullo schema, prendete le barrette indicate e corrispondenti ai tratti da percorrere e, dopo aver esaminato i possibili percorsi, posizionatele sul tabellone nell'ordine corretto.

## I TABELLONI

I tabelloni mostrano dei percorsi colorati: a ogni tabellone sono associati alcuni schemi di gioco.

I tabelloni sono i seguenti: A (schemi dall'1 al 6), B (schemi dal 7 al 14), C (schemi dal 15 al 29), D (schemi dal 30 al 45).

## GLI SCHEMI

Ogni schema presenta le seguenti informazioni:

- A) Numero progressivo, corrispondente al livello di difficoltà
- B) Casella di partenza
- C) Tappa intermedia (presente in alcuni schemi)
- D) Casella di destinazione
- E) Barrette da utilizzare per ogni colore
- F) Lettera in alto dello scenario corrispondente

Ogni schema prevede una sola soluzione, riportata sul foglio con le soluzioni.

## SVOLGIMENTO

Scegliete un tabellone e prendete uno schema corrispondente, poi:

- 1) Osservate la destinazione indicata sullo schema.
- 2) Prendete le barrette previste dallo schema: ogni barretta corrisponde a un tratto preciso del tabellone.
- 3) Osservate il tabellone e, considerando le barrette a disposizione e l'eventuale tappa intermedia, cercate l'unico percorso che vi porta alla corretta destinazione.

• Se siete riusciti a ripercorrere il giusto tragitto rispettando lo schema della carta, complimenti! Avete risolto lo schema!

Potete passare alla scheda successiva.

• Se non siete giunti a destinazione, cambiate la disposizione delle barrette.

Se non riuscite ad arrivare a destinazione, potete consultare il foglio con le soluzioni.

## SUGGERIMENTI

- Vi consigliamo di seguire la numerazione progressiva delle schede, partendo dal tabellone A e lo schema numero 1.
- All'inizio fatevi aiutare da un adulto, soprattutto se siete bambini di 5 o 6 anni.
- Gli schemi con A e B sono rivolti soprattutto ai bambini di 5 e 6 anni, quelli C e D ai bambini dai 7 anni in su e a chi ha completato correttamente i primi 2 tabelloni.

## REGOLE UTILI DA RICORDARE

- Vi consigliamo di seguire la numerazione progressiva delle schede, partendo dal tabellone A e lo schema numero 1.
- All'inizio fatevi aiutare da un adulto, soprattutto se siete bambini di 5 o 6 anni.
- Gli schemi con A e B sono rivolti soprattutto ai bambini di 5 e 6 anni, quelli C e D ai bambini dai 7 anni in su e a chi ha completato correttamente i primi 2 tabelloni.

